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participate in an auction to have a player removed from the game, the spectator can click on the graphical button labeled “Bid in Auction” to cause a player removal interface **240-3** to be displayed. Additional details regarding the player removal interface **240-3** are set forth below with reference to FIG. 4D.

FIG. 4B shows player removal interface **240-1** that enables a spectator to pay in full to have a player removed from a game, in accordance with one embodiment. The player removal interface **240-1** includes a plurality of graphical buttons, with each graphical button specifying a fixed price to have a certain player removed from the game. In one embodiment, the player removal interface **240-1** lists a fixed price for all of the players in the game. In another embodiment, the player removal interface **240-1** lists a fixed price for some of the players in the game. As shown in FIG. 4B, the player removal interface **240-1** specifies a fixed price for each of the players in the game, e.g.,  $P_1, P_2, P_3, P_4, \dots, P_N$ . For example, the fixed price for Player 1 ( $P_1$ ) is 50 units, the fixed price for Player 2 ( $P_2$ ) is 120 units, and the fixed price for Player 3 ( $P_3$ ) is 270 units. To pay in full to have a player removed from the game, the spectator would click on the graphical button for the particular player, e.g., Player 3, and would be taken to a suitable payment interface, e.g., a web page, an app, etc., to pay the requisite amount, e.g., 270 units for Player 3. The payment can be made using any suitable electronic payment method, e.g., credit card, electronic funds transfer (EFT), cryptocurrency, in-game currency used in a gaming network, etc. Once the payment has been made, a remove player command **224** (see FIG. 2) can be transmitted to the online game system **100** (see FIG. 1). As discussed above with reference to FIG. 2, the remove player command **224** instructs the online game system **100** to remove the player, e.g., Player 3, from the game at an appropriate time in the game.

FIG. 4C shows player removal interface **240-2** that enables a spectator to pay in part to have a player removed from a game, in accordance with one embodiment. The player removal interface **240-2** includes a plurality of graphical control elements, with each graphical control element enabling a spectator to insert a desired percentage of a fixed price to have a certain player removed from the game. In one embodiment, the player removal interface **240-2** lists a fixed price for all of the players in the game. In another embodiment, the player removal interface **240-2** lists a fixed price for some of the players in the game. As shown in FIG. 4C, the player removal interface **240-2** specifies a fixed price for each of the players in the game, e.g.,  $P_1, P_2, P_3, P_4, \dots, P_N$ . For example, the fixed price for Player 1 ( $P_1$ ) is 50 units, the fixed price for Player 2 ( $P_2$ ) is 120 units, and the fixed price for Player 3 ( $P_3$ ) is 270 units. To pay in part to have a player removed from the game, the spectator would insert the desired percentage of the fixed price, e.g., 1%, 5%, 10%, 50%, etc., in the graphical control element for the particular player, e.g., Player 3, and then click on the graphical control element to be taken a payment interface to pay the amount due, subject to the condition that the amount due is to be paid only if 100% of the fixed price is collected from spectators and the particular player is removed from the game.

In one embodiment, a counter is used to monitor the amount collected from spectators for each player and the current percentage of the fixed price that has been collected for each player can be displayed to the spectators to incentivize them to make payments as the amount collected for a player approaches 100% of the fixed price. Once the amount collected for a player reaches 100% of the fixed price, a

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remove player command **224** (see FIG. 2) can be transmitted to the online game system **100** (see FIG. 1). As discussed above with reference to FIG. 2, the remove player command **224** instructs the online game system **100** to remove the player, e.g., Player 3, from the game at an appropriate time in the game.

FIG. 4D shows player removal interface **240-3** that enables a spectator to participate in auction to have a player removed from a game, in accordance with one embodiment. The player removal interface **240-3** includes a plurality of graphical control elements, with each graphical control element enabling a spectator to bid in auction to have a certain player removed from the game. In one embodiment, the player removal interface **240-3** includes an auction for all of the players in the game. In another embodiment, the player removal interface **240-3** includes an auction for some of the players in the game. By way of example, as shown in FIG. 4D, the graphical control element regarding Player 1 ( $P_1$ ) displays the basic information regarding the auction including the current bid and the time remaining in the auction. In one embodiment, the time remaining in the auction is correlated to the time remaining in the game. To bid in an auction for a particular player, the spectator would insert a bid in the graphical control element for the particular player, e.g., Player 1. In the case of Player 1, the bid would have to exceed the current bid of 30 units shown in FIG. 4D for Player 1. The auctions for each player can be conducted in accordance with known online auction techniques. Once the auction for a player concludes, the spectator with the winning bid can be charged for the amount of the winning bid in accordance with known auction techniques. In addition, a remove player command **224** (see FIG. 2) can be transmitted to the online game system **100** (see FIG. 1). As discussed above with reference to FIG. 2, the remove player command **224** instructs the online game system **100** to remove the player, e.g., Player 1, from the game at an appropriate time in the game.

In the example embodiments described herein, a voting interface is provided to spectators watching a video game so that the spectators can vote to have a player or players removed from playing the video game. In addition, interfaces for paying to remove a player from the video game by paying all or some of a fixed price or by bidding in an auction are provided. It will be apparent to those skilled in the art that the principles described herein are not restricted to having players removed from playing a video game. For example, a voting interface can be provided to enable spectators to vote have a player or players added to the video game. In particular, if a player were to be removed from the video game, at the end of the session a notice could be sent to the player to see whether the player has interest in rejoining the game. If the player responds to the notice expressing interest to rejoin the video game, the spectators could vote to decide whether the player should be allowed to rejoin the video game.

In another embodiment, machine learning can be used learn trends that are likely to cause a player to get voted off. When a player engages in one of the trends, the system could recommend the player as a candidate for being pulled from the game (e.g., removed from the game or placed into a different circle of gamers). In this manner, action could be taken regarding players flying under the radar and not yet noticed by spectators before any significant issues arise. By way of example, if a certain player is engaging in grieving activity relative to other players but this activity has not yet been noticed by the spectators, the system using machine learning can identify those actions and either flag the player